NINTENDO ENTERTAINMENT SYSTEM®

GOLF POWER™

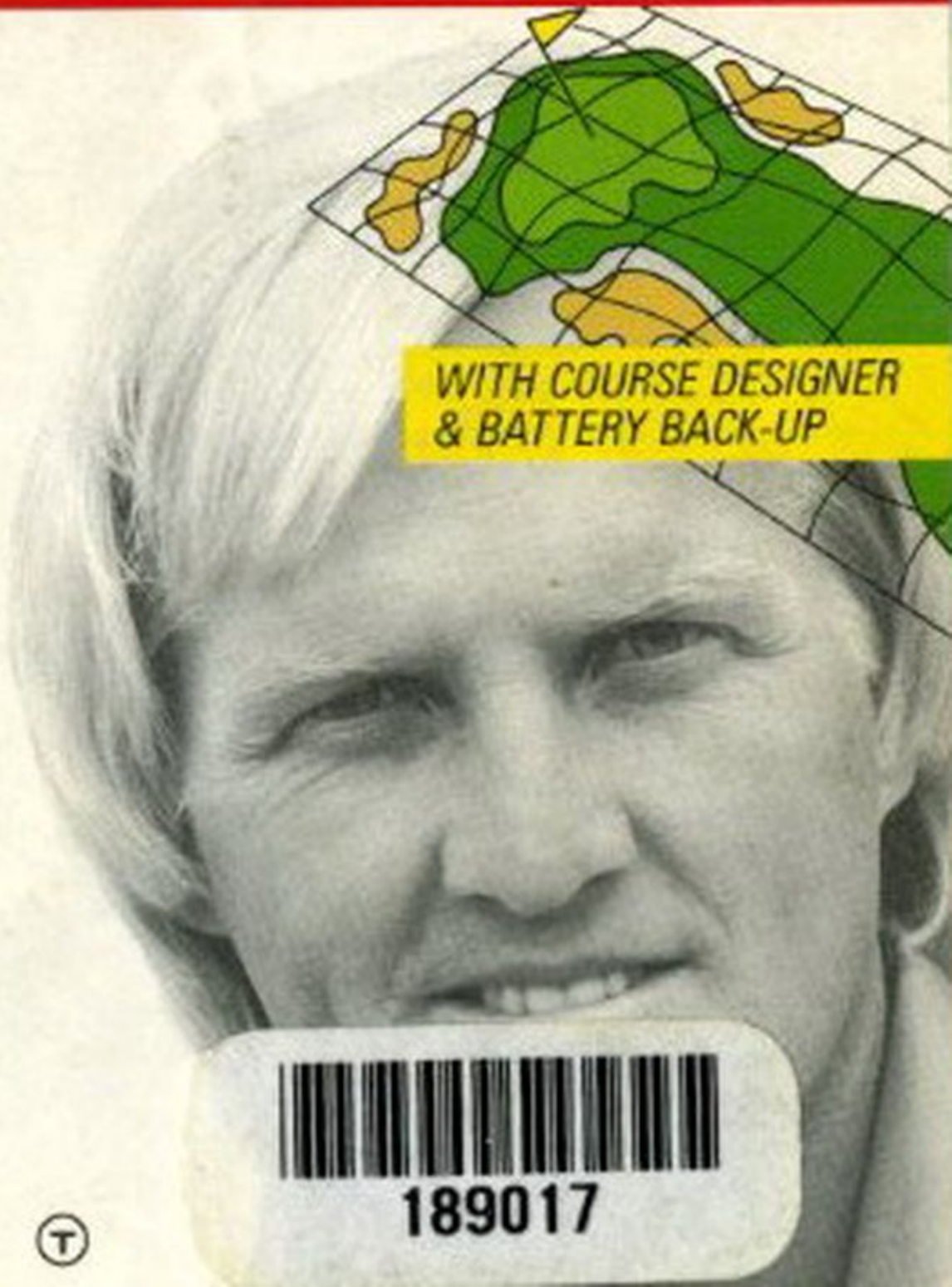
Virgin GAMES®

INSTRUCTION MANUAL

Greg Norman

NES-GP-USA

Ⓣ



WITH COURSE DESIGNER & BATTERY BACK-UP

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- *Reorient the receiving antenna*
- *Relocate the NES with respect to the receiver*
- *Move the NES away from the receiver*
- *Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.*

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") or your Super Nintendo Entertainment System ("Super NES") and NES or Super NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES or Super NES games, neither Nintendo nor any of Nintendo's licensees will be liable for any damage. This situation is not caused by a defect in the NES, Super NES, NES games or Super NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Epilepsy Warning

WARNING

READ BEFORE USING YOUR NES OR SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

Thank you for purchasing Greg Norman's GOLF POWER.

At the risk of appearing immodest, we'd have to say that playing GOLF POWER is better than real golf because you can save your game in memory and resume it whenever you like. Too bad you can't do that on a real course and pop off to the clubhouse for a drink!

No other golf game offers you the play variety of GOLF POWER.

So pull on those ugly plaids, put on the cap, and rev up the cart - It's tee time!

Precautions:

1. If you play for long periods, take a 10 to 15 minute break every hour or so.
2. This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also do not disassemble the unit.
3. Don't touch the terminals or let them come in contact with water,as this can cause malfunction.
4. Don't wipe this equipment with volatile solvents such as paint thinner, benzene, or alcohol.

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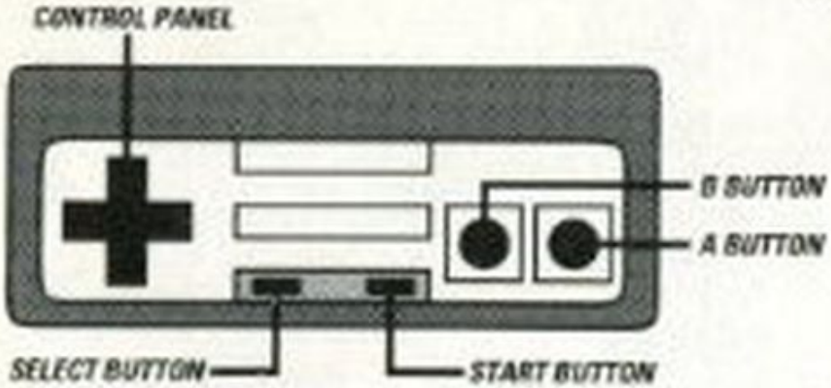
CONTROLS



GETTING STARTED

Insert the Golf Power Game Pak and turn on your NES.You will see the following screen:

If you are alone and want to play the computer, just press the START button and you will automatically play on the USA course with sunny weather.

SELECTING OPTIONS

On loading the game, you will be faced with the main menu. The information window at the bottom of the screen will show the options currently selected. As you change options, your newly selected option(s) will appear in the information window.

To select an option, you will move the cursor with the arrow keys on the control pad to the option you wish to change. Next, once the cursor is resting on the option you wish to change, pressing the A button will complete your selection.

OPTIONS AT MAIN MENU

PLAYERS:
After you have selected this option, you will see the PLAYER INFO menu. From this menu, you can select the number of players, player handicap levels, the players names and the player types.

NUMBER OF PLAYERS:
You may choose One, Two, Three or Four players. Once you have selected the number of players, pressing the A button will take you back to the main PLAYER INFO menu.

ADJUST HANDICAP:
Once you have selected this option, the ALTER PLAYER menu will appear. Select which player's handicap level you would like to adjust (ONE, TWO, THREE, or FOUR.) Use the up and down arrows to adjust the handicap level that appears over the player's picture. Press the A button when you are satisfied with the handicap level. (Please see the HANDICAPPING section later in this manual for further information on handicapping.)

PLAYER NAMES:
When this option is selected, the computer will ask you which player's name you wish to alter: Player One, Two, Three or Four. Once a player has been selected, use the arrow keys to move the cursor around the alphabetic chart to the letters of the name you wish to use for that particular player. Select DEL if you wish to delete the last letter you selected. When you have finished altering a name, move the cursor to the **END** *and press A.*

PLAYER TYPES:
This option allows you to select one at a time if a player will be human or computer-controlled (club pros). After you have altered a player, pressing the A button will take you

back to the main ALTER PLAYER menu so that you may alter another player. Once you are through selecting player types, select QUIT. Now, you may start the game or select other options.

LEVEL

This option will allow the player to choose between NOVICE, AMATEUR and PROFESSIONAL levels. On NOVICE, there is no wind and the player will never hook or slice the ball. On AMATEUR, hook and slice are effective and on PROFESSIONAL everything takes effect. When you have finished selecting the skill level you desire, you will automatically be returned to the MAIN OPTIONS MENU.

WEATHER

This option allows you to choose between the following weather conditions: SHOWERS, DOWNPOUR, WINDY or SUNNY.

Showers will create rain at random on any of the holes, while downpour will make it rainy on every hole. The rain will cause the player to hit the ball with less power, and also reduce the bounce when the ball lands. Windy will increase the wind interference, and sunny will reduce the wind and weather factor to an absolute minimum.

You may only choose one of the weather conditions. If you haven't chosen a weather condition, it will be sunny. When you have finished selecting the weather condition, pressing the A button will take you back to the MAIN OPTIONS MENU.

GAME TYPE

Depending on how many players you have selected, you will be shown whichever game types are available to you.

ONE PLAYER: *You will select practice game types such as, PUTTING GREEN, PRACTICE HOLE.*

If the PUTTING GREEN option is chosen, you will then be able to chose from a number of different types of greens to practice on. Once you have made a selection at the SELECT GREEN menu, you will be able to practice putting on that particular green.

If PRACTICE HOLE is selected, you will be able to choose any hole on the course that you are currently playing (U.S.A., SCOTLAND, ETC.) to practice on.

MULTIPLE PLAYERS: *If the player is in multiple player mode, the options offered from this menu will be MATCHPLAY and STROKEPLAY.*

STROKE PLAY (2, 3, or 4 Individual or Team Players): *In STROKEPLAY, players compete for the lowest overall score for the course which is calculated from the number of shots taken for each individual hole.*

MATCHPLAY (2 or 4 Individual or Team Players): *Like STROKEPLAY, this is a scoring method. The difference is that instead of scoring being based on the number of shots taken for the course it is the winning (or losing) of individual holes that counts.*

In other words, the player or team with the lowest score (I.e., least shots taken to make an individual hole) wins the hole.

For each hole won, the player or team receives a +1. For each hole lost, the player or team receives a -1.

At the end of the game, the player or team with the greatest number of holes won for the whole course is victorious.

If four players have been chosen, you may select from four types of games: FOURBALL, FOURSOME, GREENSOME and SINGLES.

FOURBALL (STROKE PLAY/MATCH PLAY) - In FOURBALL STROKE PLAY, two competitors play as partners, each playing his own ball. The lower score of the partners is the score for the hole. If one partner fails to complete the play on the hole, there is no penalty. In FOURBALL MATCH PLAY, two play their better ball against the better ball of two other players.

FOURSOME- A match in which two play against two, and each side plays one ball. You and your partner hit the same ball alternating back and forth between shots. Teeing off also alternates.

GREENSOME- Like Foursome, except each of the four players tees off one ball, and then each team of two chooses the best of their two hits and plays that ball from then on.

The only important difference to normal gameplay when playing a Greensome is that after each team has teed off, and each of the four players has played a shot, a decision must be made as to which ball is going to be used to continue the hole. A decision box for each ball will appear, giving their respective distances from the hole. Selecting either A or B will choose the player's ball you wish to play.

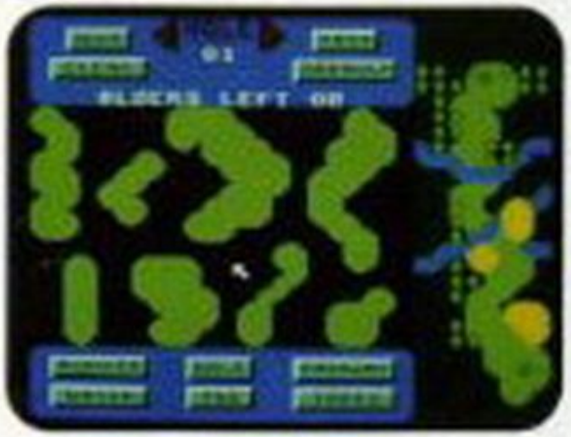
SINGLES - A match between two or more players in which the player who completes the course with the lowest number of hits wins. This option is available to you when you have already selected 4 players and STROKE PLAY.
NOTE: Singles will appear on the MATCH PLAY menu as well, but you will not be able to select it.

COURSE

Selecting this option will give you a list of the ten courses available: USA, JAPAN, ENGLAND, SCOTLAND, GERMANY, SPAIN, FRANCE, AUSTRALIA, HAWAII and the USER COURSE.

Only the USER COURSE can be modifyed hole by hole.

DESIGNER



To create your own course, you must design it hole by hole using the powerful DESIGNER option.

OPTIONS AT THE MAIN DESIGN MENU

At the top of the main DESIGNER menu, you will see the following options which will all be explained in further detail later: QUIT, CLEAR, HOLE, TEST and DEFAULT.

At the bottom of the main DESIGNER menu, you will see the following items which may be used to design your course: BUNKER, WATER, HOLE, TEE, FAIRWAY and TREES.

QUIT: Selecting QUIT takes you out of the DESIGNER menu and returns you to the MAIN OPENING menu.

CLEAR: This option clears the current default hole as shown on the map on the right of the screen.

TEST: If you have designed a course with at least one hole containing a tee and a hole, the TEST option will allow you to play the hole and will then return you to the main DESIGNER menu. If you don't like that particular hole, pressing clear will clear the entire map if the hole has not been saved. If you do not wish to clear the entire map, please refer to the HOW TO SAVE section later in this manual.

DEFAULT: You may modify or Select DEFAULT for each of the 18 HOLES. If you choose not to create your own HOLE and if you do not wish to make any changes to that particular DEFAULT HOLE, move the pointer to the arrow to the right of the word HOLE and press A to advance to a HOLE you do wish to change.

If you have designed your own HOLE, but then decide you are unhappy with it, selecting DEFAULT will allow you to return to and play the original DEFAULT HOLE.

When you are happy with your course, selecting QUIT will return you to the ***MAIN OPTION MENU.***

HOLE: The number below the word HOLE indicates the hole you are currently designing. You may change the number of the hole you are designing by selecting the left or right arrows which appear on either side of the word HOLE and pressing the A button. Selecting the left arrow will cycle backwards through the holes all the way to Hole #1, while selecting the right arrow will advance through the holes.

BLOCKS LEFT: This refers to the number of pieces of the course (for example. trees, fairway, bunker, etc.) that remain available to use. There are a maximum of 20 pieces available. You can place any number of blocks up to the maximum.

CREATING YOUR OWN COURSE

When you first enter the Designer menu, you will see the original USER's course on the right side of the screen. You may modify this course hole by hole to create your own course from scratch by selecting CLEAR at each HOLE.

Only the USER course can be modified hole by hole.

First, select CLEAR. This clears only the current hole (or default hole). To retrieve the default hole, select DEFAULT. This only retrieves the current DEFAULT hole, not the entire DEFAULT course. Underneath BLOCKS LEFT is a large window and underneath the window there are six keys labeled BUNKER, HOLE, FAIRWAY, WATER, TEE and TREES. NOTE: Only one tee and one hole by be placed at each HOLE. You must include a hole and a tee at each HOLE in your course or you will not be able to play the course.

When you select **HOLE**, you can select from a variety of greens to play on.

WARNING: Of course, you are free to create any type of outlandish HOLE or entire course you desire. However, the computer player may find it illogical to play a HOLE that is composed of only a tee and a hole (or all water, or all bunkers, etc.)

The easiest way to build a HOLE is to begin with the fairway, add the hole and tee next and then the trees, water and bunkers. Everything can be overlapped. For example, a section of water can cross the fairway. This will be further described in the OVERLAPPING section later in this manual.

Second, select whichever item you wish to use in designing your course by moving the cursor over it and pressing the A button. This will create a "pointer" in the window on the

left. A variety of shapes will appear for the particular item you have selected (except for the tee, which there is only one of, and the hole, which will be explained later).

Move the "pointer" to the shape you wish to use and press the A button. The shape will then become "active" (it will start flashing) and will appear in the green area on the right side of the screen. Use the arrow keys to move the active shape and press the B buttton, if you want to rotate it. When the shape is where you want it to be, press A. The shape will change to a darker color.

OVERLAPPING

Pieces of similar items may be overlapped to create whatever shape you desire. For instance, once you have positioned a shape and de-activated it by pressing the A button, you may place the pointer over any object, even the shape you have just place, and re-press the A button and move the shape around the screen, overlapping it wherever you choose. NOTE: Any piece, with the exception of tees and holes, can be overlapped.

RE-SELECTING

If you decide you would prefer to use another shape of that particular item, move the cursor (which appears as the flashing activated shape on the right side of the screen) back to the middle of the main screen and press A.
or: If you decide not to use the currently active shape, pressing SELECT will return the shape to the left screen and the cursor will again appear as a pointer.

Re-select the shape you wish to use and follow the procedure described above.

The shape will remain active until you: center it on the right screen and press A; RE-SELECT a new shape as described previously, or EXIT the course designer.

If you wish to delete any portion of the hole you are currently creating - press SELECT and move the pointer over the portion you wish to delete Press the B button and the portion will magically disappear.

Once you are happy with the HOLES you have created, select QUIT and you will be returned to the main opening menu.

SAVING YOUR CUSTOM-DESIGNED COURSE

*You must turn off your game at the **MAIN OPTION MENU**, or you may lose your beautiful and unique custom-designed course. If you are in the middle of a game and you don't wish to play anymore, you may quit to the **MAIN OPTION MENU** by pressing START and selecting QUIT. The Designer Course will automatically be saved only if you follow this procedure.*

STARTING THE GAME

Once you have selected all of the options you desire from the opening menu and have created or chosen a pre-set course to play, pressing START will take you to the main PLAY screen.

At this screen, you will be shown a PLAY WINDOW in the center, a HOLE MAP to the right and an INFORMATION WINDOW at the bottom.

INFORMATION WINDOW: Here you will see the following information: hole number, par (par of that particular hole), shots (number of shots taken so far), distance (distance from tee to hole), club (currently selected club), wind direction and wind speed.

If you wish to use a different club, pressing SELECT will cycle through the clubs available to you. You may select any club at any point before your shot. NOTE: You may only use a putter when you are on the green.

SETTING UP THE SHOT

The shot you play will be dependent on where and how hard you hit the ball, in which direction you hit it and the hook or slice you put on the ball.

AIMING THE SHOT

The first thing you do is choose the direction. Move the arrow keys left and right and a line will show up. Wherever you place the line is the direction the shot will travel in. The line will disappear in a few seconds if neither key is pressed.

FORESPINS AND BACKSPINS

Move the arrow keys up or down to effect the spin of the ball. The closer you move the spin arrow to the top of the ball, the more of a topspin, or forespin you'll put on the ball which will keep the ball closer to the ground. The lower you move the spin arrow on the ball, the more of a backspin you'll put on the ball which will aim it higher in the air.

POWER OF SHOT/DIRECTION OF BALL

After you've selected the club you want, etc., it is time to make that shot.

Press A to make the power meter appear. Pressing the A button will activate the power

meter. You will see the power needle move rapidly to the right. The further to the right it travels along the power meter, the more powerful the shot. When the power needle has reached your desired level of power, release the A button.

At this point, the power needle will rapidly travel to the left. If you press the A button when the power needle has reached the S area, your shot will slice to the right. If you press the A button when the power needle has reached the C area, your shot will go straight and if you release the A button when the power needle had reached the H area, your shot will hook to the left.

NOTE: When you are playing at novice level, the ball won't hook or slice.

How much a shot will Hook, Slice or travel straight is determined by the power needle's proximity to either the H, C, or S areas. In other words, the closer the power needle is the the S area, the more the shot will tend to slice and the closer the power needle is to the H area, the more the shot will hook and so on.

If the power needle is allowed to travel past the H area, into the farthest left point of the power meter, the player's shot will be forfeited because, although the on-screen golfer will attempt the shot, no yardage will be gained.

Don't forget to check the speed and direction of the wind to help you determine the best way to direct your shot.

TAKING THE SHOT

After you have determined the direction of your shot, you will see the ball travelling in the direction you aimed in on the map on the right side of the screen.

Once the ball has landed the leader board screen will be updated to let you know how close you are to the hole, how many shots you've taken, what kind of club you should use now, and so on.

WHAT IF MY BALL GOES OUT OF BOUNDS?
Sorry, but if the ball goes out of bounds, you'll have to replay the shot with the loss of one stroke.

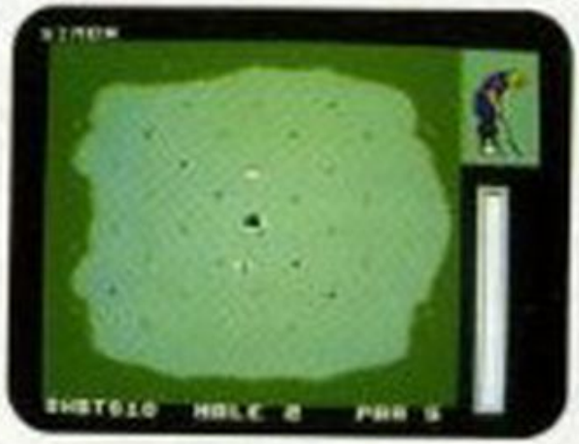
WHAT IF MY BALL GOES IN THE WATER?
If the ball is hit into the water, you will lose a stroke. You may either:
Press B - to drop the ball on the shore closest to where it landed in the water.
or Press A - to replay the shot

Repeat the process of preparing for a shot until the ball has reached the green. At this point, you will be ready to putt.

PUTTING

When your ball has reached the green, you will be ready to putt. You will be presented with a blow-up of the green with arrows indicating slope direction.

The hook and slice option (H and S) does not apply when you are putting. A "top down" view screen will appear to allow you to judge the best direction to hit the ball in.



Use the arrow keys to move the cursor (which appears as a black cross) to aim your shot. Holding down the A button will activate the power meter. When your shot has reached the power level you desire, release the A button. Press the A button again to take your shot.

After you make the HOLE, you will see a scorecard. No matter what HOLE you are on you will be able to review your scores on the front nine HOLES (1-9). The back nine HOLES (10-18) will appear when you press A.

*Press **START** to continue to next hole.*

SCORING

After the last player has made his final shot for that particular hole, a score card will appear complete with all pertinent information (i.e. player scores, par for each hole, etc.)

PAUSING THE GAME

You may pause the game at any time by pressing START. You will see a PAUSE MODE menu with four choices: RESUME, SAVE, SCORECARD and QUIT.

SAVING THE GAME

You may save your game by pressing START. select SAVE and re-press START. You must exit the game at this point by holding down the RESET Button on your NES and switching off the power. Following this procedure will allow you to save your game at this point.

When you turn the game on again, you will be asked to either press the A button to continue the saved game or press the B button to start a new game.

You may save the game at any point EXCEPT when at the PUTTING GREEN or the SCORECARD screen.

Always exit the game by selecting QUIT at the PAUSE menu. If you shut off the power in the middle of a shot, or at the DESIGNER MENU you'll lose your custom-designed course.

QUIT

If you want to quit your game and start a new one without saving your current game, press START, select QUIT and then re-press START. This will return you to the MAIN OPTION MENU.

RESUME

To resume your current game from the PAUSE menu, just select RESUME and press START.

TECHNIQUES, STRATEGIES AND RULES

Now that you've learned the mechanics of playing GOLF POWER, there are a few things we think you should bear in mind, whether playing golf on the computer or on the golf course.

PLAY

When you are teeing off, your basic aim is to get to the green with as little fuss as possible. As Greg Norman says, "To my mind, the most important shot in golf is the drive. Hit it well, and you have a jump on the hole, an edge on your opponent. Hit it poorly, and you'll be scrambling all the way to the green."

When playing from a bunker, you must use a high-lofted club or the ball will go nowhere. Usually, a sand wedge is the best choice, although in certain circumstances - for

instance, when you want the ball to roll further on the green - a high iron such as an 8 or 9 could be used. Remember that shots from the bunker need extra power.

In windy conditions, it is likely that the ball will be deflected off course. The amount of compensation necessary is something you will pick up through experience.

In general, you should try not to overpower the club. If you have to use 100% or more of the club's power to attain a certain distance, you are probably using the wrong club, and should select one higher than the current one. This may sound rather obvious, but very often the tendency is to pick a club whose distance matches the distance to the hole. Bearing in mind the earlier advice about playing towards the green, it is usually better to play a more controlled shot with a longer club than to take the risk of overpowering a shot, or hitting it just below maximum power, and then landing in a hazard.

If extra distance is necessary, however, one way of achieving it is by hooking the shot. A hooked shot travels further than a straight shot. But make sure that you compensate for the curve with your swing, or you will find yourself in a stickier situation than if you had just played a short straight shot.

Hooking and slicing can also be used to minimize your losses when playing onto the green. If you mis-hit a straight shot, the result could be a ball that lands anywhere, whereas mis-hitting a deliberately curved shot results in a ball whcih, although in the wrong place, is still moving in thge direction of the hole, thus giving you a smaller error margin.

STRATEGIES

Depending on the game type you are playing, different strategies will be necessary when in competition with other players. In Strokeplay games, every single shot counts, so your basic plan should be to play as simply and efficiently as possible. If, for instance, your ball is lying in heavy rough quite a way from the hole, it would be better to play a simple shot onto the fairway so as to give yourself an easy shot to the green rather than aiming for the green straight away, as a bad shot then may cost you another two or three strokes.

In Matchplay games a lost hole is a lost hole, irrespective of the number of shots taken; even if you take 100 shots to get to the green, you will only be one point down. So if an attempt at the green is necessary to win the hole, then go for it! You can't lose anything by trying, and it could be the shot that snatches the hole from under your opponent's nose.

Of course you should use your common sense in these situations, and attempt to avoid the obvious pitfalls of the course. On the whole, you will fare better if you take two safe shots round an obstruction rather than one sketchy one over it.

HANDICAPS AND PARS

The handicapping system is a method of allowing for the skill and experience of different golfers, so as to ensure a degree of fairness in competition. A novice player with a high handicap will be given a 'stroke allowance' on a golf course, enabling him to compete more effectively with an expert player with a very low handicap.

Handicaps start at 28 and gradually work their way down to 0 ('scratch'). Every time a golfer plays in a competition, his handicap is altered depending upon his score for the

course. If the score is lower than the 'allowed' score for his handicap level, then the handicap is reduced. Conversely, if the score is higher than allowed, then the handicap is raised.

PARS are the expected average score for each hole. Basically, a par is calculated from the hole's distance. Two shots are allowed for the putt, and when this is added to the amount of strokes needed to get to the green, the result is the hole's par. If the distance from tee to hole is (roughly) under 210 yards, then one shot is allowed to get to the green, and the hole has a par of 3. Holes between 210 yards and 400 yards are normally par 4, while anything over 400 yards is usually a par 5, giving you three shots to reach the green from the tee. Holes with a par of 6 do exist, but are very rare.

WORKING OUT YOUR HANDICAP

If you are interested in working out your handicap accurately, you will need to keep a record of your score each time you play. When you first play, you should give yourself a handicap of 28. Then, every time you finish a course, the number of strokes over or under par you are determines how far up and down your handicap should go.

There are four categories of handicap – each with their own adjustments, listed below.

HANDICAP 0 - 5	**Category 1 = 0.1 strokes**
HANDICAP 6 - 12	**Category 2 = 0.2 strokes**
HANDICAP 13 - 20	**Category 3 = 0.3 strokes**
HANDICAP 21 - 28	**Category 4 = 0.4 strokes**

So, if you are in category 3, every stroke under or over par at the end of the course is multiplied by 0.3 to give you the adjustment to your handicap. Similarly, if your handicap

is 4, each shot over or under par adjusts your handicap by 0.1 either up or down.

Although decimal points are stored for further adjustments, you normally talk about your handicap as being the nearest whole figure to it. So a handicap of 15.5 is treated as a handicap of 15, whereas 15.6 is treated as a handicap of 16. Similarly, a handicap of 12 could refer to anywhere between 11.6 and 12.5.

After a few games, your handicap should level out, as it gets harder to move down the lower you go.

HANDICAPPING WITH OTHER PEOPLE

The handicapping system applies in a slightly different way if you are playing in a competition. In a singles game using strokeplay scoring, each person's handicap allowance applies as usual, with the extra shots being included if your handicap is at or above the level of the S.I. In Matchplay scoring, however, each player's handicap is set at 75% of the difference between their handicap and the top handicapped player, who has his handicap set to 0. So if 4 players of handicaps 3, 7, 12 and 11 decide to play a fourball game, their handicaps would be treated as 0, 3, 6 and 6 for the duration of the game. Team games also have different handicapping systems, listed below.

GREENSOME

Matchplay 75% of the difference between the handicap totals of each team is allowed for the highest handicapped team; the other team being 0.

Strokeplay Each team has a handicap of 40% of the top handicap in that team and 60% of the lowest handicap.

FOURSOME

Matchplay 37.5% of the difference between the combined total for each side is allowed for the higher team, the lower team again being treated as scratch.

Strokeplay Each team has its average handicap, ie. 50% (player 1 + player 2).

FOURBALL

Matchplay As in singles, each player is given 75% of the difference between his score and that of the lowest handicapped player, who is treated as a handicap 0.

Strokeplay As in singles, each player is given his full handicap allowance.

Clubs		Average Distance
Woods	No. 1	250 yds
	No. 3	220 yds
Irons	No. 1	195 yds
	No. 2	185 yds
	No. 3	175 yds
	No. 4	165 yds
	No. 5	155 yds
	No. 6	145 yds
	No. 7	135 yds
	No. 8	125 yds
	No. 9	115 yds
	Pitching Wedge	105 yds
	Sand Wedge	95 yds
	Putter	50 ft.

The given distance refers to full-power shots taken under ideal conditions on a sunny, windless day from a perfect level tee with no spin.

GREG NORMAN

EXEMPT STATUS: 1989 tournament winner
FULL NAME: Gregory John Norman
HEIGHT: 6' 1"
WEIGHT: 185 lbs.
BIRTH DATE: Feb. 10, 1955
BIRTH PLACE: Queensland, Australia
RESIDENCE: Lost Tree Village, Florida; Plays out of Grand Cypress, Florida
FAMILY: Wife, Laura; Morgan-Leigh (10/5/82); Gregory (9/9/85)
SPECIAL INTERESTS: fishing, hunting, snooker
TURNED PROFESSIONAL: 1976
JOINED TOUR: 1983
CAREER EARNINGS: $3,086,794
PLAY OFF RECORD: 1-3
TOUR VICTORIES: 1984–Kemper Open, Canadian Open; 1986–Panasonic-Las Vegas Invitational, Kemper Open; 1988–MCI Heritage Classic; 1989–The International, Greater Milwaukee Open
MONEY & POSITION: 1983–$71,411 (74th); 1984–$310,230 (9th); 1985–$165,458 (42nd); 1986–$853,298 (1st); 1987–$535,450 (7th); 1988–$514,854 (17th); 1989–$835,095 (4th).
BEST 1989 FINISHES: 1–The International; 1–Greater Milwaukee Open; T2–USF&G Classic; T3–The Masters; 4– MONY Tournament of Champions; 4–NEC World Series of Golf; T4–THE PLAYERS Championship; T5–K-Mart Greater Greensboro Open.
1989 SUMMARY: Tournaments entered – 17; in money – 10; top ten finishes – 8; stroke average – 69.40.
BEST 1989 NABISCO STATS: 1–par breakers (.224); 2–scoring (69.40); 15 – driving distance (273.2); 17 – greens in regulation (.887).
1989 NABISCO INDIVIDUAL COMPETITION: 4–$47,000
1990 NABISCO TEAM CHARITY COMPETITION: Team Championship

OTHER ACHIEVEMENTS: *Winner of 58 tournaments around the world, such as 1986 British Open; 1979 and 1983 Hong Kong Open; 1980 French Open; 1980 and 1987 Australian Open; 1980 Scandinavian Open; 1980, 1983 and 1985 Suntory World Match Play; 1981, 1983, 1984, 1987 and 1989 Australian Masters; 1981 and 1982 Dunlop Masters; 1983 Kapuala International; 1983 and 1985 Queensland Open; 1983 and 1986 New South Wales Open; 1983 Cannes Invitational; 1984 Victoria Open, Australia; 1989 Australian Tournament Players Championship; 1989 Chunichi Crowns, Japan; Leader, European Tour Order of Merit; 1986 Arnold Palmer Award recipient for leading money winner; Leo TOUR putting and par-breakers in 1986, and par-breakers in 1989.*

NATIONAL TEAMS: *Australian Nissan Cup (2), 1983 and 1986; Australian Kirin Cup, 1987; Australian Dunhill Cup (5) 1985, 1986, 1987, 1988, 1989; Australian Four Tours, 1989.*

Greg Norman may well be the most charismatic player in the game today; with his incredible skill he certainly does generate excitement. He has posted many victories worldwide and most of them have been impressive. Indeed, even when he doesn't win, Greg Norman makes the game exciting.

Last year he won two more on the PGA TOUR – The International and, two weeks later, the Greater Milwaukee Open. In all, he had eight top 10 finishes in just 17 starts. One that got away, however, was the British Open at Troon, but, true to his nature, he did make it exciting; he lost in a playoff to Mark Calcavecchia after shooting a brilliant round of 64 to gain the tie. He missed nearly two months of 1988 with an injured wrist. In the second round of the US Open, on the ninth

hole, he strained it severely when hitting a ball off a tight lie and the club hit a boulder. He did win the MCI Heritage Classic that year but he also lost another pair of TOUR events in playoffs.

In 1986 he truly was incredible. He won twice on the TOUR, was second four times and 10 top 10 finishes in 19 US starts. Overseas, he won the British Open, European Open, Suntory World Match Play and then three in a row in his native Australia.

In all four of the more significant 1986 championships he was in the lead going into the final round. He led by one stroke going into the last day of the Masters Tournament, and finished tied for second. He led by one after three days at the US Open and finally tied for 12th place.

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